

# TERRA INCOGNITA

*A 200-word game of competitive storytelling and worldbuilding  
for two or more players by Seth Johnson*

## THE EXPLORERS

You are an Explorer in the Expedition. Define your one Ambition, two Traits, and three pieces of Equipment. Each turn one player's the Mapmaker and another's the Guide.

## THE MAP

Your expedition begins on the Map at Home. Each turn, the Mapmaker adds a new location connected to an existing location, then secretly defines one Danger per connection it's away from home.

## THE JOURNEY

Each piece of equipment the turn's Guide possesses lets them move the expedition through one explored location. If they spend their turn telling a 30-second story of their ambition and past explorations, they get two new pieces.

## THE EXPLORATION

Arriving at an unexplored location, the expedition has 60 seconds to explore it, dangers revealed one at a time by its Mapmaker and the explorers quickly telling a tale of how their traits and equipment defeated each danger. Used equipment is lost. If time runs out, the expedition returns home, one revealed danger is replaced with a new secret one, and the Mapmaker scores one point. If successful, the Guide scores one point per danger overcome.

## THE SPOILS

The expedition scores one point per location explored within one hour, multiplied by the number of players.